



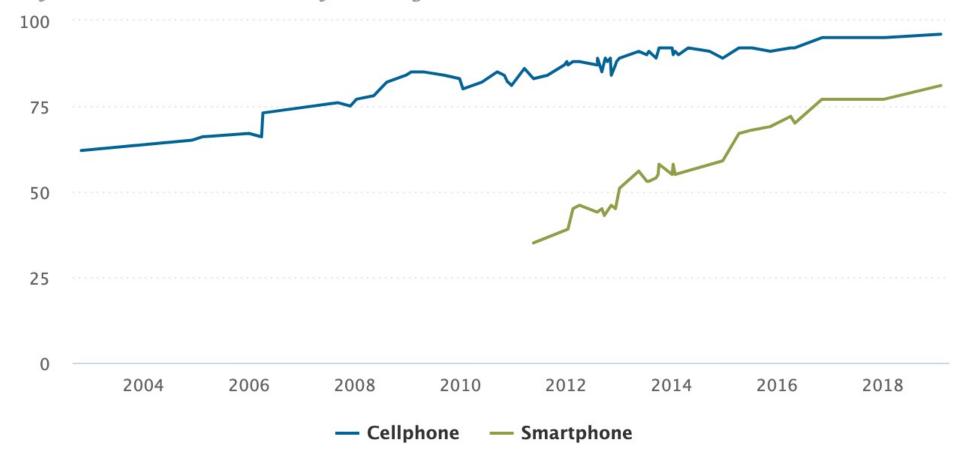




Kim's a successful pastor for 18 years. Eric is a Fortune 500 marketing exec.

Together, we combine the best of the secular corporate world and church practice to deliver the newest skills and trends with a sound theological understanding to create positive change.

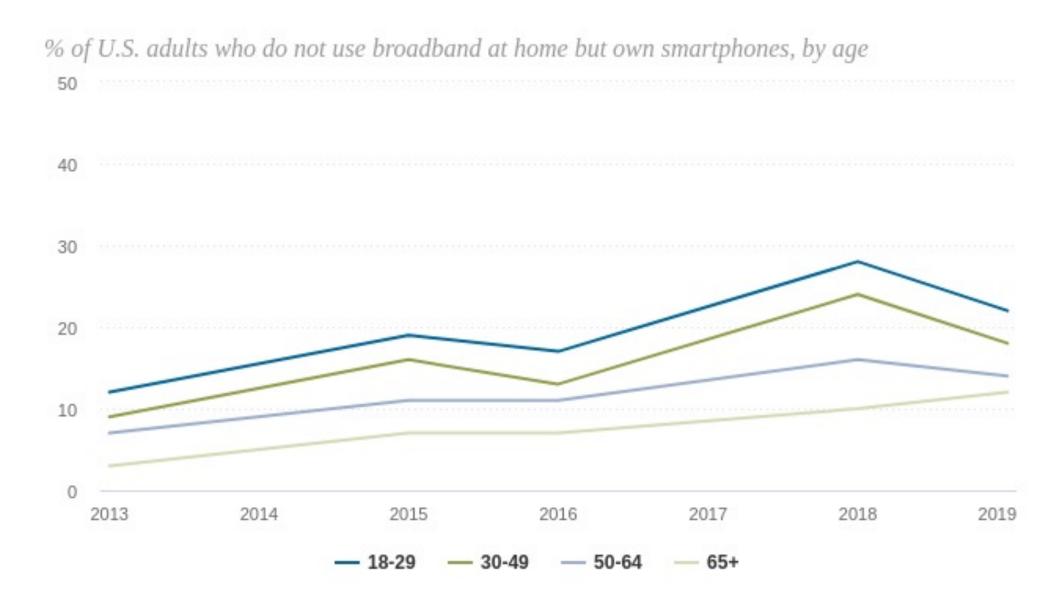
% of U.S. adults who own the following devices



Source: Surveys conducted 2002-2019.

Growth of Smart Phone Usage

#### Smartphone dependency by age



### Why should my church build an app?

#### This all comes down to increase engagement with people.

- Improved ability to communicate.
- Discipleship within an "arm's reach."
- Increased giving.
- Ability to track the effectiveness of your communications.

### Four Steps to Build Your App Strategy?



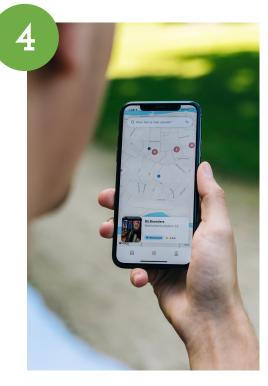
Who is the app for and why would they use it?



What do you want the app to do?



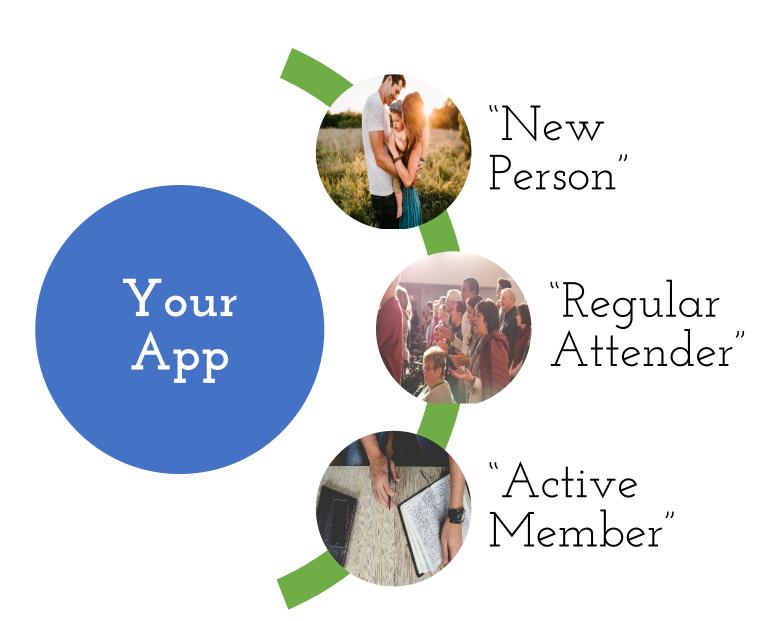
How do I want to build the app?



What should I keep in mind?



Understand
your audience
and what they
need.



### What do people need to know?



#### New Person - "Is this the right place for me?"

- What is Worship Like? (times, styles, sermon)
- Will this church meet my needs? (life stage, issues, gaps)
- Will I fit in? (theologically, demographics, psychographics)



#### Regular Attender - "What is going on this week?"

- What is going on? (activities and happenings)
- How do I get involved? (ways to volunteer)
- How do I stay connected? (ways to make friends)



#### Active Member - "What do I need to do?"

- How do I keep up with what I need to do? (coordination)
- Why and how should I give? (giving and stewardship)

# What are some key needs?

- INFORM What information are they looking for?
- LEARN What do they want to learn and understand?
- CONNECT How do they want to relate to one another?
- ACTION What do they want to do?





## Brainstorm Ideas for your App

INFORM - What information are they looking for?	LEARN – What do they want to lean and understand?	CONNECT – How do they want to relate to one another?	ACTION - What do they want to do?
<ul> <li>Calendar of events</li> <li>Blog</li> <li>Push Notifications</li> <li>Church Bulletins &amp; Worship Assistant</li> <li>Newsletters</li> </ul>	<ul><li>Bible on the Go</li><li>Sermons Library</li><li>Weekly Devotions</li></ul>	<ul><li>Prayer Requests</li><li>Small Groups</li><li>Social Networks</li></ul>	<ul><li>Polls &amp; Surveys</li><li>RSVPs</li><li>Giving</li><li>Contact us</li></ul>

# Now create priorities of functions hased on your desired user!

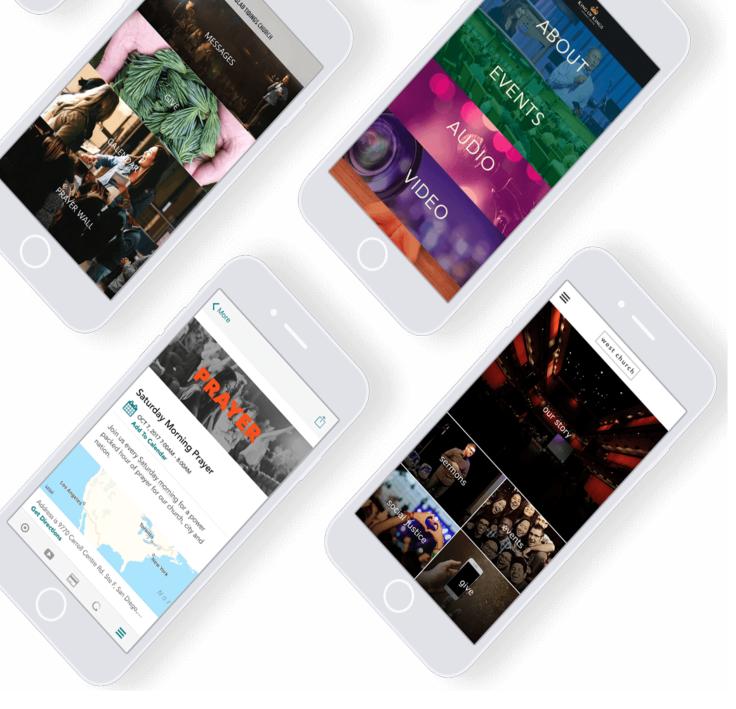
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Response Websites

- Wordpress, Wix, Weebly, SquareSpace, and others all have responsive templates you can use.
- Some also allow changes in graphics and layout depending on the tool.
- Cheapest option but requires internet connection.



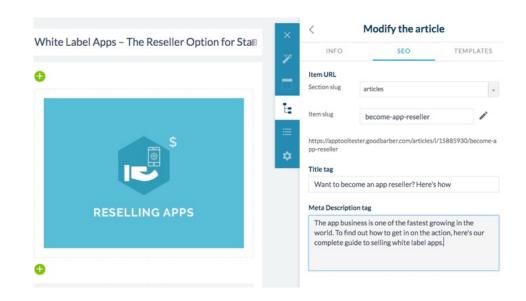


## Vae your CHMS

- A number of church management software packages provide "apps" your church can use.
- A few include:
  - Tithe.ly
  - Church Community Builder
  - Text In Church (communications only)

# Progressive Weh Apps (Hybrid)

- Simple way to build an app. (kind of) vs. building a native app.
- Provides a "native app" experience with a "web backend"
  - Can operate offline
  - Can Add app to Home Screen
  - Push Notifications
  - Secure
- Mainly for Google OS. Some issues with building iOS apps (meaning Apple).
- Vendors include GoodBarber, AppInstitute, BiznessApps, AppYourself, and AppyPie, amongst others.
- Price: \$50/month or more



https://apptooltester.com/progressive-web-apps/

# Telemicro Jdr Investments Srl 33508 Me gusta

### Build a native app

- You can use an app maker or hire an agency to support your app development.
- You will also need to get the apps approved by the stores so they can be downloaded.
- A few include GoodBarber, AppyPie, My Pocket Church and many others.
- Development cost can reach \$1,000+.
   Monthly fees vary greatly.

### Hints and tips for getting started!

- Focus on the core audience...people who are already connected with your church. This is NOT an outreach tool.
- Always think about how people will get value from the app.
- Start simple and then add to it. Do not try to do too much.
- Stay focused on usability. Test, Test, Test!
- Measure what people are using and constantly improve.

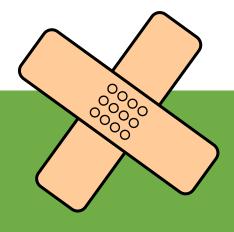




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